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(Results are sorted by date of upload in database)

1 **3D optical measuring of object with grating projecting light pattern on object**
Inventor: MAEHNER BERNWARD (DE) Applicant: MAEHNER BERNWARD (DE)
EC: G01B11/24 IPC: ***G01B11/24***; **G01B11/24**; (IPC1-7): G01B11/24
Publication info: **DE19748062** - 1999-05-12

2 **REMOTE INTERACTIVE PROJECTOR WITH IMAGE ENHANCEMENT**
Inventor: HINMAN BRIAN L; RODMAN JEFFREY C; (+1) Applicant: POLYCOM INC (US)
EC: G03B21/132; H04N1/00H; (+2) IPC: ***G03B21/132; H04N1/00; H04N1/04*** (+10)
Publication info: **WO9716015** - 1997-05-01

3 **CALIBRATING METHOD OF POSITION AND POSTURE OF PATTERN PROJECTOR**
Inventor: ITO MINORU; ISHII AKIRA Applicant: NIPPON TELEGRAPH & TELEPHONE
EC: IPC: ***G01B11/00; G06T1/00; G06T7/00*** (+6)
Publication info: **JP1044805** - 1989-02-17

4 **HYDROPHONE LINE ARRAY CALIBRATION UNIT**
Inventor: PERCY JOSEPH L Applicant: US NAVY
EC: G01V13/00; G10K11/00G2B IPC: ***G01V13/00; G10K11/00***; **G01V13/00** (+2)
Publication info: **US3859620** - 1975-01-07

5 **Improvements in and relating to the testing of cinematograph apparatus**
Inventor: BRANSON ARTHUR Applicant: BRITISH BROADCASTING CORP
EC: G03B21/32 IPC: ***G03B21/32***; **G03B21/32**
Publication info: **GB900718** - 1962-07-11

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1 IMAGE SYNTHESIS METHOD, SYSTEM AND PROGRAM, AND THREE-DIMENSIONAL MODEL RENDERING METHOD, SYSTEM AND PROGRAM FOR SYNTHESIZING REAL PICTURE AND COMPUTER GRAPHIC IMAGE NATURALLY

Inventor: AOYAMA CHIAKI

Applicant: HONDA MOTOR CO LTD

EC:

IPC: ***G06T17/40; G06T15/50; G09G5/00*** (+6)

Publication info: **KR20040090711** - 2004-10-26

2 PROJECTION DISPLAY DEVICE AND ITS FOCUS CORRECTING METHOD

Inventor: SUZUKI SHOJI

Applicant: CANON KK

EC:

IPC: ***G03B21/00; G03B21/14***; **G03B21/00** (+1)

Publication info: **JP2006163060** - 2006-06-22

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1 **Exposure apparatus**
Inventor: OHSAKI YOSHINORI (JP); OSAKABE YUICHI (JP) Applicant:
EC: G03B27/42; G03F9/00T12 IPC: ***G03F7/22; G03B27/42; G03F7/207*** (+12)
Publication info: **US2004179176** - 2004-09-16

2 **Fluoroscopic tracking and visualization system**
Inventor: SEELEY TERESA (US); LIN FAITH (US); (+2) Applicant:
EC: A61B5/06; A61B6/00H; (+2) IPC: ***A61B5/06; A61B6/00; A61B6/12*** (+6)
Publication info: **US2003088179** - 2003-05-08

3 **Fluoroscopic tracking and visualization system**
Inventor: SEELEY TERESA (US); LIN FAITH (US); (+2) Applicant:
EC: A61B5/06; A61B6/00H; (+2) IPC: ***A61B5/06; A61B6/00; A61B6/12*** (+6)
Publication info: **US2003130576** - 2003-07-10

4 **3-D NAVIGATION FOR X-RAY IMAGING SYSTEM**
Inventor: DEKEL DORON (CA) Applicant: CEDARA SOFTWARE CORP (CA); DEKEL DORON (CA)
EC: A61B6/12; A61B19/00N IPC: ***A61B6/12; A61B19/00***; *A61B17/00* (+5)
Publication info: **WO02091925** - 2002-11-21

5 **Method for calibrating a lithographic projection apparatus**
Inventor: KWAN YIM BUN PATRICK (DE); LEVASIER LEON MARTIN (DE) Applicant: ASM LITHOGRAPHY BV (NL)
EC: G03F7/20T24; G03F9/00T14 IPC: ***G03F7/20; G03F9/00***; **G03F7/20** (+2)
Publication info: **EP1186959** - 2002-03-13

6 **Method for calibrating a lithographic projection apparatus and apparatus capable of applying such a method**
Inventor: KWAN YIM BUN PATRICK (GB); LEVASIER LEON MARTIN (NL) Applicant: ASM LITHOGRAPHY BV (NL)
EC: G03F7/20T24; G03F9/00T14 IPC: ***G01B11/00; G03F7/20; G03F9/00*** (+6)
Publication info: **TW497013B** - 2002-08-01

7 **Fluoroscopic tracking and visualization system**
Inventor: SEELEY TERESA (US); LIN FAITH (US); (+2) Applicant: GE MED SYS GLOBAL TECH CO LLC (US)
EC: A61B5/06; A61B6/00H; (+2) IPC: ***A61B5/06; A61B6/00; A61B6/12*** (+6)
Publication info: **US6484049** - 2002-11-19

8 **3D optical measuring of object with grating projecting light pattern on object**
Inventor: MAEHNER BERNWARD (DE) Applicant: MAEHNER BERNWARD (DE)
EC: G01B11/24 IPC: ***G01B11/24***; **G01B11/24**; (IPC1-7): G01B11/24
Publication info: **DE19748062** - 1999-05-12

9 **POSITION CALIBRATION METHOD FOR OPTICAL MEASURING DEVICE**
Inventor: MATSUMIYA SADAYUKI; KAWABE TAKAO; (+1) Applicant: MITUTOYO CORP
EC: G01B11/00D1; G01B21/04B IPC: ***G01B11/00; G01B11/03; G01B21/04*** (+7)
Publication info: **JP11083438** - 1999-03-26

10 **REMOTE INTERACTIVE PROJECTOR WITH IMAGE ENHANCEMENT**
Inventor: HINMAN BRIAN L; RODMAN JEFFREY C; (+1) Applicant: POLYCOM INC (US)
EC: G03B21/132; H04N1/00H; (+2) IPC: ***G03B21/132; H04N1/00; H04N1/04*** (+10)
Publication info: **WO9716015** - 1997-05-01

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projection projector projecting projected OR

AND

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AND

simultaneously simultaneous concurrent concurrently OR

AND

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No.	Publication No.	Title
1.	2006 - 163060	PROJECTION DISPLAY DEVICE AND ITS FOCUS CORRECTING METHOD
2.	2004 - 343124	METHOD FOR CALIBRATING LITHOGRAPHIC APPARATUS, ALIGNING METHOD, COMPUTER PROGRAM, LITHOGRAPHIC APPARATUS AND METHOD FOR MANUFACTURING DEVICE
3.	2004 - 273861	ALIGNER
4.	2003 - 022968	METHOD OF CALIBRATION OF LITHOGRAPHIC APPARATUS, MASK FOR USE THEREIN, LITHOGRAPHIC APPARATUS, DEVICE MANUFACTURING METHOD, AND DEVICE MANUFACTURED THEREBY
5.	2002 - 156369	CALIBRATION METHOD FOR INSPECTION PIG
6.	11 - 317184(1999)	CENTERING METHOD OF LENS IN CHARGED PARTICLE OPTICAL SYSTEM
7.	11 - 083438(1999)	POSITION CALIBRATION METHOD FOR OPTICAL MEASURING DEVICE
8.	11 - 064239(1999)	STANDARD SAMPLE FOR CALIBRATING FOREIGN MATTER DETECTING SENSITIVITY AND ITS MANUFACTURE
9.	09 - 283407(1997)	ALIGNER
10.	09 - 260252(1997)	IMAGERY CHARACTERISTICS EVALUATION METHOD OF PROJECTION OPTICAL SYSTEM, AND PROJECTION ALIGNER USING THE METHOD
11.	09 - 101369(1997)	POSITION CT DEVICE AND ITS IMAGE RECONSTRUCTION METHOD
12.	08 - 077684(1996)	METHOD FOR SIMULTANEOUSLY INSPECTING MAGNETIC HEAD AND MAGNETIC DISC
13.	06 - 317522(1994)	METHOD FOR DIRECTLY MONITORING CONCENTRATION OF ANTIMICROBIAL AGENT IN AQUEOUS SYSTEM
14.	06 - 096649(1994)	THERMAL PROTECTOR FOR THREE PHASE
15.	04 - 099925(1992)	INFRARED RADIATION MEASURING APPARATUS
16.	03 - 185807(1991)	SEMICONDUCTOR MANUFACTURING DEVICE AND DEMAGNIFICATION PROJECTION ALIGNER
17.	64 - 057619(1989)	PROJECTION ALIGNER
18.	64 - 044805(1989)	CALIBRATING METHOD OF POSITION AND POSTURE OF PATTERN PROJECTOR
19.	63 - 134936(1988)	PLASMA ATOM AND ION ABSORPTION SPECTROPHOTOMETER
20.	63 - 053478(1988)	SIMULTANEOUS MEASUREMENT OF SPECIFIC RESISTANCE AND MAGNETIC FLUX DENSITY OF RESISTOR HOUSING MAGNETIC MATERIAL
21.	60 - 207043(1985)	PROFILE MEASURING APPARATUS
22.	59 - 153106(1984)	KEY-SHAPE DETECTING DEVICE FOR CYLINDER LOCK

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1 Courses: Spatial augmented reality

Oliver Bimber, Ramesh Raskar

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(22.57 MB) Additional Information: full citation, abstract

A survey of the latest techniques for augmented reality, which go beyond conventional head-mounted displays. The tutorial introduces prototypes, explains rendering and calibration algorithms, discusses case studies, and presents practical experience. Attendees learn about new applications enabled by current augmented-reality techniques that combine the real and virtual worlds in art, science, education, and industry.

2 Projection: Moveable interactive projected displays using projector based tracking

Johnny C. Lee, Scott E. Hudson, Jay W. Summet, Paul H. Dietz

October 2005 **Proceedings of the 18th annual ACM symposium on User interface software and technology UIST '05**

Publisher: ACM Press

Full text available: pdf(3.63 MB) Additional Information: full citation, abstract, references, index terms

Video projectors have typically been used to display images on surfaces whose geometric relationship to the projector remains constant, such as walls or pre-calibrated surfaces. In this paper, we present a technique for projecting content onto moveable surfaces that adapts to the motion and location of the surface to simulate an active display. This is accomplished using a projector based location tracking techinque. We use light sensors embedded into the moveable surface and project low-percept ...

Keywords: augmented reality, physical interaction, projector based tracking, simulated displays

3 Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

4 Courses: Computational photography

Ramesh Raskar, Jack Tumblin

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(16.96 MB) Additional Information: full citation, abstract

Computational methods for overcoming the traditional limitations of a camera and enabling novel imaging applications. The course provides a practical guide to topics in image capture and manipulation methods for generating compelling pictures for computer graphics and for extracting scene properties for computer vision, with several examples.

5 Projection defocus analysis for scene capture and image display

Li Zhang, Shree Nayar

July 2006 **ACM Transactions on Graphics (TOG) , ACM SIGGRAPH 2006 Papers SIGGRAPH '06**, Volume 25 Issue 3

Publisher: ACM Press

Full text available: pdf(860.19 KB) mov(21:19 MIN) Additional Information: full citation, abstract, references, index terms

In order to produce bright images, projectors have large apertures and hence narrow depths of field. In this paper, we present methods for robust scene capture and enhanced image display based on projection defocus analysis. We model a projector's defocus using a linear system. This model is used to develop a novel temporal defocus analysis method to recover depth at each camera pixel by estimating the parameters of its projection defocus kemel in frequency domain. Compared to most depth recover ...

Keywords: depth recovery, image composition, multi-focal projection, projector defocus, projector depixelation, refocus synthesis, temporal defocus analysis

6 Projecting the future: Projector-guided painting

Matthew Flagg, James M. Rehg

October 2006 **Proceedings of the 19th annual ACM symposium on User interface software and technology UIST '06**

Publisher: ACM Press

Full text available: pdf(6.94 MB) Additional Information: full citation, abstract, references, index terms

This paper presents a novel interactive system for guiding artists to paint using traditional media and tools. The enabling technology is a multi-projector display capable of controlling the appearance of an artist's canvas. This display-on-canvas guides the artist to construct the painting as a series of layers. Our process model for painting is based on classical techniques and was designed to address three main issues which are challenging to novices: (1) positioning and sizing elements on th ...

7 Projection: PlayAnywhere: a compact interactive tabletop projection-vision system

Andrew D. Wilson

October 2005 **Proceedings of the 18th annual ACM symposium on User interface software and technology UIST '05**

Publisher: ACM Press

Full text available: pdf(1.72 MB) Additional Information: full citation, abstract, references, index terms

We introduce PlayAnywhere, a front-projected computer vision-based interactive table system which uses a new commercially available projection technology to obtain a compact, self-contained form factor. PlayAnywhere's configuration addresses installation, calibration, and portability issues that are typical of most vision-based table systems, and thereby is particularly motivated in consumer applications. PlayAnywhere also makes a number of contributions related to image processing techniques fo ...

8 Projecting the future: Interactive environment-aware display bubbles

Daniel Cotting, Markus Gross

October 2006 **Proceedings of the 19th annual ACM symposium on User interface software and technology UIST '06**

Publisher: ACM Press

Full text available: pdf(28.27 MB) Additional Information: full citation, abstract, references, index terms

We present a novel display metaphor which extends traditional tabletop projections in collaborative environments by introducing freeform, environment-aware display

representations and a matching set of interaction schemes. For that purpose, we map personalized widgets or ordinary computer applications that have been designed for a conventional, rectangular layout into space-efficient bubbles whose warping is performed with a potential-based physics approach. With a set of interaction operators b ...

Keywords: adaptive displays, focus and context, imperceptible structured light, interaction, projectors, tabletop

9 Courses: Performance-driven facial animation

Fred Pighin, J. P. Lewis , George Borshukov , Chris Bregler , Parag Havaldar , Thomas Kang , Jim Radford , Mark Sagar , Steve Sullivan , Tom Tolles , Li Zhang
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(34.74 MB) Additional Information: full citation, abstract

Performance-driven facial animation (PDFA) has recently been adopted in a number of important entertainment projects. This course describes tracking, cross mapping, and model derivation technologies used in PDFA, and summarizes unresolved issues. Leading researchers and industry specialists present current and forthcoming motion-capture techniques, cross-mapping technologies, and application case studies from important recent and current projects.

10 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

11 Session P11: visualization systems and image-based visualization: Scalable alignment of large-format multi-projector displays using camera homography trees

Han Chen, Rahul Sukthankar, Grant Wallace, Kai Li
October 2002 **Proceedings of the conference on Visualization '02**
Publisher: IEEE Computer Society
Full text available: pdf(1.38 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a vision-based geometric alignment system for aligning the projectors in an arbitrarily large display wall. Existing algorithms typically rely on a single camera view and degrade in accuracy[1] as the display resolution exceeds the camera resolution by several orders of magnitude. Naïve approaches to integrating multiple zoomed camera views fail since small errors in aligning adjacent views propagate quickly over the display surface to create glaring discontinui ...

Keywords: automatic alignment, camera-based registration and calibration, camera-projector systems, display wall, evaluation, large-format tiled projection display, scalability, simulation

12 Courses: High-dynamic-range imaging: theory and applications

Paul Debevec, Erik Reinhard
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(15.18 MB) Additional Information: full citation, abstract

New techniques in capturing, representing, processing, and displaying high-dynamic-range (HDR) images. HDR imagery represents the full range of light in the real world, which enables marked improvements in visual fidelity and photorealism. Application areas include lighting, compositing, film, game design, and display hardware.

13 Load balancing for multi-projector rendering systems

Rudrajit Samanta, Jiannan Zheng, Thomas Funkhouser, Kai Li, Jaswinder Pal Singh
July 1999 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press
Full text available: pdf(1.79 MB) Additional Information: full citation, references, citings, index terms

Keywords: cluster computing, immersive display systems, load balancing, parallel rendering

14 Geometric representations and applications: Holoimages

Xianfeng Gu, Song Zhang, Peisen Huang, Liangjun Zhang, Shing-Tung Yau, Ralph Martin
June 2006 **Proceedings of the 2006 ACM symposium on Solid and physical modeling SPM '06**
Publisher: ACM Press
Full text available: pdf(1.03 MB) Additional Information: full citation, abstract, references, index terms

We introduce a novel geometric representation called the *holoimage*, which encodes both shading and geometry information within the same image, based on the principles of wave optics. 'Image' referes to the representation and records the amplitude of the lighting; 'holo' means that it encodes phase, and hence, three-dimensional information. Compared to conventional geometry images or depth images, the holoimage has much higher geometric accuracy. Thus, 3D information can readily be stored ...

Keywords: fringe projection, geometric data acquisition, geometry image, holoimage, phase shifting, wave optics

15 Courses: Renderman for everyone

Rudy Cortes, Hal Bertram, Tal Lancaster, Dan Maas, Moritz Moeller, Heather Pritchett, Saty Raghavachary
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(6.12 MB) Additional Information: full citation, abstract

An in-depth three-part course designed to expand knowledge of the RISpec. The first part is an introduction to RenderMan. The second is a detailed look into the RISpec. The third presents tips and tricks used in production.

16 Collaboration: Technical system for collaborative work

Andreas M. Kunz, Christian P. Spagno
May 2002 **Proceedings of the workshop on Virtual environments 2002 EGVE '02**
Publisher: Eurographics Association
Full text available: pdf(840.88 KB) Additional Information: full citation, abstract, references

Virtual reality makes it possible to realize distributed collaborative teamwork. In this case objects can be represented three-dimensionally in different visualization installations which are connected with each other over a network [7]. Up to now the user remains mostly without consideration. For distributed collaborative teamwork the user should be visualized three-dimensionally together with the other virtual objects [14]. In the presented paper a special projection installation is described ...

Keywords: active illumination, camouflaged cameras, collaborative VR, picture

acquisition, switchable projection screen, third shutter step

17 Interacting with paper on the DigitalDesk

Pierre Wellner
July 1993 **Communications of the ACM**, Volume 36 Issue 7
Publisher: ACM Press

Full text available: pdf(5.32 MB) Additional Information: full citation, references, citings, index terms, review

18 Physically large displays improve performance on spatial tasks

Desney S. Tan, Darren Gergle, Peter Scupelli, Randy Pausch
March 2006 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 13 Issue 1
Publisher: ACM Press

Full text available: pdf(1.00 MB) Additional Information: full citation, abstract, references, index terms

Large wall-sized displays are becoming prevalent. Although researchers have articulated qualitative benefits of group work on large displays, little work has been done to quantify the benefits for individual users. In this article we present four experiments comparing the performance of users working on a large projected wall display to that of users working on a standard desktop monitor. In these experiments, we held the visual angle constant by adjusting the viewing distance to each of the dis ...

Keywords: 3D navigation, Large display, field of view, human memory, immersion, mental map formation, presence, spatial task, visual angle

19 A distributed graphics system for large tiled displays

Greg Humphreys, Pat Hanrahan
October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**
Publisher: IEEE Computer Society Press

Full text available: pdf(2.14 MB) Additional Information: full citation, abstract, references, citings, index terms

Recent interest in large displays has led to renewed development of tiled displays, which are comprised of several individual displays arranged in an array and used as one large logical display. Stanford's "Interactive Mural" is an example of such a display, using an overlapping four by two array of projectors that back-project onto a diffuse screen to form a 6' by 2' display area with a resolution of over 60 dpi. Writing software to make effective use of the large display space ...

20 Shape & motion: Spacetime faces: high resolution capture for modeling and animation

Li Zhang, Noah Snavely, Brian Curless, Steven M. Seitz
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3
Publisher: ACM Press

Full text available: pdf(599.14 KB) mov(25:48 MIN) Additional Information: full citation, abstract, references, index terms

We present an end-to-end system that goes from video sequences to high resolution, editable, dynamically controllable face models. The capture system employs synchronized video cameras and structured light projectors to record videos of a moving face from multiple viewpoints. A novel spacetime stereo algorithm is introduced to compute depth maps accurately and overcome over-fitting deficiencies in prior work. A new template fitting and tracking procedure fills in missing data and yields point co ...

Keywords: data-driven animation, expression synthesis, facial animation, shape recovery, shape registration, stereo matching

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  You can also enter a full question or concept in plain language.

  ```
  Where are the sales offices?
  ```

- Capitalize proper nouns to search for specific people, places, or products.

  ```
  John Colter, Netscape Navigator
  ```

- Enclose a phrase in double quotes to search for that exact phrase.

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  "museum of natural history" "museum of modern art"
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- Narrow your searches by using a + if a search term must appear on a page.

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  museum +art
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- Exclude pages by using a - if a search term must not appear on a page.

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Combine these techniques to create a specific search query. The better your description of the information you want, the more relevant your results will be.

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- Enclose a phrase in double quotes to search for that exact phrase.

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Terms used **calibration multiple light projector projection projected projecting**

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1 Courses: Spatial augmented reality

Oliver Bimber, Ramesh Raskar

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(22.57 MB) Additional Information: full citation, abstract

A survey of the latest techniques for augmented reality, which go beyond conventional head-mounted displays. The tutorial introduces prototypes, explains rendering and calibration algorithms, discusses case studies, and presents practical experience. Attendees learn about new applications enabled by current augmented-reality techniques that combine the real and virtual worlds in art, science, education, and industry.

2 Courses: Computational photography

Ramesh Raskar, Jack Tumblin

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(16.96 MB) Additional Information: full citation, abstract

Computational methods for overcoming the traditional limitations of a camera and enabling novel imaging applications. The course provides a practical guide to topics in image capture and manipulation methods for generating compelling pictures for computer graphics and for extracting scene properties for computer vision, with several examples.

3 Geometrically correct imagery for teleconferencing

Ruigang Yang, Michael S. Brown, W. Brent Seales, Henry Fuchs

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**

Publisher: ACM Press

Full text available: pdf(2.47 MB) Additional Information: full citation, abstract, references, citings, index terms

Current camera-monitor teleconferencing applications produce unrealistic imagery and break any sense of presence for the participants. Other capture/display technologies can be used to provide more compelling teleconferencing. However, complex geometries in capture/display systems make producing geometrically correct imagery difficult. It is usually impractical to detect, model and compensate for all effects introduced by the capture/display system. Most applications simply ignore these iss ...

Keywords: graphics, immersive display, real-time, teleconference, telepresence, video conference

4 Lightfield acquisition & display: DISCO: acquisition of translucent objects

Michael Goesele, Hendrik P. A. Lensch, Jochen Lang, Christian Fuchs, Hans-Peter Seidel
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(526.75 KB) mov(24:20 MIN) Additional Information: full citation, abstract, references, index terms

Translucent objects are characterized by diffuse light scattering beneath the object's surface. Light enters and leaves an object at possibly distinct surface locations. This paper presents the first method to acquire this transport behavior for arbitrary inhomogeneous objects. Individual surface points are illuminated in our DISCO measurement facility and the object's impulse response is recorded with a high-dynamic range video camera. The acquired data is resampled into a hierarchical model of ...

Keywords: Acquisition, BSSRDF, Reflection Model, Subsurface Scattering, Translucency

5 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

6 Light field rendering

Marc Levoy, Pat Hanrahan
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(376.59 KB) Additional Information: full citation, references, citings, index terms

Keywords: epipolar analysis, holographic stereogram, image-based rendering, light field, vector quantization

7 Shadow matting and compositing

Yung-Yu Chuang, Dan B Goldman, Brian Curless, David H. Salesin, Richard Szeliski
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available: pdf(8.77 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we describe a method for extracting shadows from one natural scene and inserting them into another. We develop physically-based shadow matting and compositing equations and use these to pull a *shadow matte* from a source scene in which the shadow is cast onto an arbitrary planar background. We then acquire the photometric and geometric properties of the target scene by sweeping oriented linear shadows (cast by a straight object) across it. From these shadow scans, we can con ...

Keywords: blue-screen matting, displacement map, faux shadow, image-based rendering, layer extraction, shadow matte

8

Posters: Perceptual user interfaces using vision-based eye tracking

Ravikrishna Ruddarraju, Antonio Haro, Kris Nagel, Quan T. Tran, Irfan A. Essa, Gregory Abowd, Elizabeth D. Mynatt

November 2003 **Proceedings of the 5th international conference on Multimodal interfaces**

Publisher: ACM Press

Full text available: pdf(827.86 KB) Additional Information: full citation, abstract, references, index terms

We present a multi-camera vision-based eye tracking method to robustly locate and track user's eyes as they interact with an application. We propose enhancements to various vision-based eye-tracking approaches, which include (a) the use of multiple cameras to estimate head pose and increase coverage of the sensors and (b) the use of probabilistic measures incorporating Fisher's linear discriminant to robustly track the eyes under varying lighting conditions in real-time. We present experiments a ...

Keywords: Fisher's Discriminant Analysis, computer vision, eye tracking, human computer interaction, multiple cameras

9 Late breaking result papers: Attentive display: paintings as attentive user interfaces

David Holman, Roel Vertegaal, Changuk Sohn, Daniel Cheng

April 2004 **CHI '04 extended abstracts on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(686.57 KB) Additional Information: full citation, abstract, references, index terms

In this paper we present ECS Display, a large plasma screen that tracks the user's point of gaze from a distance, without any calibration. We discuss how we applied ECS Display in the design of Attentive Art. Artworks displayed on the ECS Display respond directly to user interest by visually highlighting areas of the artwork that receive attention, and by darkening areas that receive little interest. This results in an increasingly abstract artwork that provides guidance to subsequent viewers. W ...

Keywords: attentive user interfaces, eye tracking, paintings

10 Interactive arts 2: performance, play, and appreciation: An ambient intelligence platform for physical play

Ron Wakkary, Marek Hatala, Robb Lovell, Milena Droumeva

November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available: pdf(569.64 KB) Additional Information: full citation, abstract, references, index terms

This paper describes an ambient intelligent prototype known as socio-ec(h)o. socio-ec(h)o explores the design and implementation of a system for sensing and display, user modeling, and interaction models based on a game structure. The game structure includes, word puzzles, levels, body states, goals and game skills. Body states are body movements and positions that players must discover in order to complete a level and in turn represent a learned game skill. The paper provides an overview of bac ...

Keywords: ambient intelligence, auditory display, embodied, motion capture, physical play, puzzles, responsive environment, sound ecology, user model

11 Pointing: ViewPointer: lightweight calibration-free eye tracking for ubiquitous handsfree deixis

John D. Smith, Roel Vertegaal, Changuk Sohn

October 2005 **Proceedings of the 18th annual ACM symposium on User interface software and technology UIST '05**

Publisher: ACM Press

Full text available: pdf(1.55 MB) Additional Information: full citation, abstract, references, index terms

We introduce ViewPointer, a wearable eye contact sensor that detects deixis towards ubiquitous computers embedded in real world objects. ViewPointer consists of a small wearable camera no more obtrusive than a common Bluetooth headset. ViewPointer allows any real-world object to be augmented with eye contact sensing capabilities, simply by embedding a small infrared (IR) tag. The headset camera detects when a user is looking at an infrared tag by determining whether the reflection of the tag on ...

Keywords: attentive user interface, eye tracking

12 Inverse global illumination: recovering reflectance models of real scenes from photographs

Yizhou Yu, Paul Debevec, Jitendra Malik, Tim Hawkins

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(475.61 KB) Additional Information: full citation, references, citings, index terms

Keywords: BRDF models, albedo maps, global illumination, image-based modeling and rendering, radiance, radiosity, reflectance recovery, rendering

13 Synthesizing bidirectional texture functions for real-world surfaces

Xinguo Liu, Yizhou Yu, Heung-Yeung Shum

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(4.30 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we present a novel approach to synthetically generating bidirectional texture functions (BTFs) of real-world surfaces. Unlike a conventional two-dimensional texture, a BTF is a six-dimensional function that describes the appearance of texture as a function of illumination and viewing directions. The BTF captures the appearance change caused by visible small-scale geometric details on surfaces. From a sparse set of images under different viewing/lighting settings, our approach g ...

Keywords: bidirectional texture functions, image-based rendering, photometric stereo, reflectance and shading models, shape-from-shading, texture synthesis

14 Virtual and augmented reality: FingARtips: gesture based direct manipulation in Augmented Reality

Volkert Buchmann, Stephen Violich, Mark Billinghurst, Andy Cockburn

June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '04**

Publisher: ACM Press

Full text available: pdf(590.58 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a technique for natural, fingertip-based interaction with virtual objects in Augmented Reality (AR) environments. We use image processing software and finger- and hand-based fiducial markers to track gestures from the user, stencil buffering to enable the user to see their fingers at all times, and fingertip-based haptic feedback devices to enable the user to feel virtual objects. Unlike previous AR interfaces, this approach allows users to interact with virtual content using ...

Keywords: Augmented Reality, gesture interaction, occlusion

15 Feature-based light field morphing

Zhunping Zhang, Lifeng Wang, Baining Guo, Heung-Yeung Shum

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3

Publisher: ACM Press

Full text available: pdf(7.77 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a feature-based technique for morphing 3D objects represented by light fields. Our technique enables morphing of image-based objects whose geometry and surface properties are too difficult to model with traditional vision and graphics techniques. Light field morphing is not based on 3D reconstruction; instead it relies on *ray correspondence,* i.e., the correspondence between rays of the source and target light fields. We address two main issues in light field morphing: feature s ...

Keywords: 3D morphing, feature polygons, global visibility map, light field, ray correspondence, ray-space warping

16 Physically-based simulation of twilight phenomena

Jörg Haber, Marcus Magnor, Hans-Peter Seidel

October 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: pdf(7.64 MB) Additional Information: full citation, abstract, references, index terms

We present a physically-based approach to compute the colors of the sky during the twilight period before sunrise and after sunset. The simulation is based on the theory of light scattering by small particles. A realistic atmosphere model is assumed, consisting of air molecules, aerosols, and water. Air density, aerosols, and relative humidity vary with altitude. In addition, the aerosol component varies in composition and particle-size distribution. This allows us to realistically simulate twil ...

Keywords: 3D radiative transfer equation, Physics-based sky model, multiple scattering, refraction, twilight phenomena

17 Attentive user interfaces: Interacting with groups of computers

Jeffrey S. Shell, Ted Selker, Roel Vertegaal

March 2003 **Communications of the ACM**, Volume 46 Issue 3

Publisher: ACM Press

Full text available: pdf(419.02 KB) html(33.80 KB) Additional Information: full citation, abstract, references, citings, index terms

AUIs recognize human attention in order to respect and react to how users distribute their attention in technology-laden environments.

18 Exposing digital forgeries by detecting inconsistencies in lighting

Micah K. Johnson, Hany Farid

August 2005 **Proceedings of the 7th workshop on Multimedia and security MM&Sec '05**

Publisher: ACM Press

Full text available: pdf(972.04 KB) Additional Information: full citation, abstract, references, index terms

When creating a digital composite of, for example, two people standing side-by-side, it is often difficult to match the lighting conditions from the individual photographs. Lighting inconsistencies can therefore be a useful tool for revealing traces of digital tampering. Borrowing and extending tools from the field of computer vision, we describe how the direction of a point light source can be estimated from only a single image. We show the efficacy of this approach in real-world settings.

Keywords: digital forensics, digital tampering

19 ECSGlasses and EyePliances: using attention to open sociable windows of interaction

Jeffrey S. Shell, Roel Vertegaal, Daniel Cheng, Alexander W. Skaburskis, Changuk Sohn, A. James Stewart, Omar Aoudeh, Connor Dickie

March 2004 **Proceedings of the 2004 symposium on Eye tracking research & applications ETRA '04**

Publisher: ACM Press

Full text available: pdf(14.56 MB) Additional Information: full citation, abstract, references, citings, index terms

We present ECSGlasses: wearable eye contact sensing glasses that detect human eye contact. ECSGlasses report eye contact to digital devices, appliances and EyePliances in the user's *attention space*. Devices use this attentional cue to engage in a more sociable process of turn taking with users. This has the potential to reduce inappropriate intrusions, and limit their disruptiveness. We describe new prototype systems, including the Attentive Messaging Service (AMS), the Attentive Hit Coun ...

Keywords: attentive user interfaces, context-aware computing, eye contact sensing, eye tracking, ubiquitous computing

20 Visualizing relativistic effects in spacetime

P.-K. Hsiung, R. H. P. Dunn

August 1989 **Proceedings of the 1989 ACM/IEEE conference on Supercomputing**

Publisher: ACM Press

Full text available: pdf(2.30 MB) Additional Information: full citation, abstract, references, citings, index terms

We have developed an innovative ray-tracing algorithm to describe Relativistic Effects in SpaceTime ("REST"). Our algorithm, called REST-frame, simulates a generalized world in Spacetime and gives the fine details implicit in the Special Theory of Relativity that have not yet been made apparent. These novel simulations disclose the non-intuitive realm of Special Relativity and, by visualization ...

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